ABSTRACT

A game apparatus (10) includes an LCD (12) and an LCD (14), for example, and the LCD (14) is provided with a touch panel (22). On the LCD (12), a first game image is displayed, and on the LCD (14), a second game image is displayed. It is determined

5   whether or not the first game image becomes an object to be operated on the basis of coordinates data detected in response to an operation of the touch panel (22) by a player, input data obtained from an operating switch (20), a microphone (34), or the like. When it is determined that the first game image becomes an object to be operated, the first game image and the second game image are switched and displayed, for example. Then, when

10   it is determined that the first game image displayed on the LCD (14) does not become an object to be operated, the first game image is displayed on the LCD (12).